

BIS2-04



ALL THAT WITHERS

A One-Round D&D[®] LIVING GREYHAWK[®]

Bissel Regional Adventure

Version 1

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A patrol of the Fetid Fens a few months back revealed an ancient Flan village that was tainted by a cult of Kyuss ages ago. To ensure the evil was vanquished, the local baron, Thoeder Cullen, ordered regular patrols of the area. The latest patrol never returned from the fens. A group of heroes sent by the baron to investigate the disappearance are also missing. Will you investigate the Fens and bring back any survivors? Part One of the Fetid Fens series. An adventure for characters levels 3-10.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see *DUNGEON MASTER'S Guide* Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Bissel. All characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

ADVENTURE SUMMARY AND BACKGROUND

This scenario is the first part of the Fetid Fens series. The evil necromancer Evard constructed a research laboratory in the Fetid Fens of the barony of Cullen Drae many years ago. There he performed strange and dangerous experiments and tested potent magic. In recent years, Sezarhanin, a black dragon, came to settle in the swamp. She found Evard's decaying tower, abandoned when Evard fled Bissel, and took it for her home. Unfortunately, the area around the tower was short on edible creatures, as most were driven away by Evard's experiments. Sezarhanin wanted to live a slothful lifestyle, but she was forced to search for food. Eventually, Sezarhanin found a local tribe of Lizardfolk and began to pick them off, a few at a time. She realized quickly that she would soon finish them off or drive them away if she continued to eat them at that pace, so she decided to negotiate with the chieftain of the lizardfolk, M'tak. Sezarhanin offered to leave the lizardfolk alone if they would supply her with a fresh meal once each week. M'tak agreed and performed his bargain well. Each week, his finest hunters would venture out and return with a large beast to offer the dragon. A nearby pride of displacer beasts was a frequent target of the lizardfolk hunters. Sezarhanin settled into her home and rarely venture forth from the tower. She was so pleased with the services of the chieftain that she offered him a magical staff she found in the ruined laboratory. The dragon was unaware of the curse upon the staff, Evard's staff of withering death.

In the following years, creatures of evil were drawn to the swamp by the staff's activity. The swamp became a darker and more maleficent place than it had ever been since the fall of Evard. The curse of the staff withered away at the Lizardfolk chieftain until M'Tak became a tainted creature of evil. His people eventually succumbed to the terrors of the staff and were brought back in undeath. When the lizardfolk stopped bringing Sezarhanin food, she became furious and went out of her lair to find out why.

A patrol of the Fens a few months back revealed an ancient Flan village that was tainted by a cult of Kyuss ages ago. A prospective follower of Evard heard rumors of a powerful magic item in the fens and uncovered the village. He was unaware of Evard's laboratory deeper in the Fens that Evard founded when he was unable to find the village years before. A number of foul undead were spawned by the taint of the fouled village temple and heroes in the patrol defeated the undead and reconsecrated the temple to Geshtai (see Bissel mini-module BIS2-A3 *One Fine Morning*). To ensure the evil was vanquished, the local baron, Thoeder Cullen, ordered regular patrols of the area. The latest patrol never returned from the fens. Sezarhanin came across the patrol and slaughtered them before returning to her lair. A group of heroes sent by the baron to investigate the disappearance stumbled across the undead lizardfolk and

were also killed. The PCs are asked to investigate the fens and find any survivors. Under no circumstances will the PCs encounter the dragon in this scenario (although they will encounter her in a future scenario).

INTRODUCTION

Once again you find yourselves in the barony of Cullen Drae in Bissel. This relatively quiet stretch of land is covered with numerous ponds, lakes, and brooks. It is a favorite locale among followers of Geshtai in Bissel.

Lately things have not been as placid as the Baron would have hoped. Recent events have led to the disturbing discovery of a long lost shrine to the foul Kyuss deep in the Fetid Fens

Fortunately some heroes of Bissel overcame the shrine's undead inhabitants and the shrine was consecrated and dedicated to Geshtai under the protection of a local druid. To ensure that evil would not return, Thoeder Cullen, the baron, ordered an increase in patrols of the Fens and a larger presence of the Bissel army here.

As a result, some of you have found your military service taking you back to Cullen Drae while others come following the prospect of adventure and reward during these tumultuous times. After a week of traveling across the barony in search of a task worthy of your skill and mettle, it appears the baron has one for you himself.

Give the PCs Player Handout #1.

At the request of the Baron, you arrive back in Shaeja along the Watchtower Road. The hour is too late to call upon the Baron so you take rest in a small inn on the edge of town called "The Glades Inn."

It is a rustic inn with a fine house stew made from some of the exotic spices found around the Fetid Fens area. As the evening wears on, you hear people discussing recent events, most with a very worried tone.

If the PCs wish to speak with the locals in the inn they can learn the following rumors depending on the results of their Gather Information checks. Or, if the PCs wish to role-play the information gathering, the judge may provide them with any of the information below based on the PCs' conversation with the locals. The rumors may or may not be true but the PCs will have to discern that themselves.

DC 10

- The undead are part of an undead army Evard has lying in wait.
- A local man named Gradley was killed in the Fens when the trouble started. He has no relatives.
- The druid of Geshtai keeping vigil over the shrine has not reported any problems.

DC 15

- The Baron knows more than he is telling people.
- Evard is hiding in an invisible tower deep in the fens.

- A tribe of Lizardfolk lived in the swamps but no one has seen them for several years.

DC 20

- A local man once had his life drained by shadowy creature on the edges of the swamp. He died days later.
- The cousin of the barkeep was in the army and he hasn't heard from him in over a week. He was due to patrol the Fens' edge.

DC 25

- Six adventurers were in town last week and were gearing up to go into the Fens. They haven't returned.
- The Lizardfolk of the Fens were engaged in light trade with nearby residents. They ordered some shields from the armorer in exchange for exotic spices from the fens. The Lizardfolk never returned for the shields.

DC 30

A young boy from a nearby farm claims to have seen a dragon flying over his farm heading towards the Fens.

ENCOUNTER 1: MEET THE BARON

The following morning brings a chill to the air and a light autumn rain falls. Heading out to the Baron's home, you see the eyes of the townsfolk watching you with interest as you pass by. The mood of the town is definitely one of concern.

A large stone and timber structure, the Baron's estate is relatively easy to pick out in this relatively impoverished township. As you approach the outer bailey, you note the presence of a number of Bisselite soldiers and a large tent barracks set up nearby. Arriving at the gate, you show your letter and are ushered inside to the Baron's meeting room.

An oaken table over twelve feet in length takes up most of the space in this room. One of the Baron's servants gestures for you to have a seat. There are cheeses, bread, and dried meats on the table along with a bottle of fine wine and several pitchers of ale. The servant grabs the pitchers and pours out a tankard to any who would have some.

A moment later a herald enters from the double doors on the far side of the room and pronounces, "The honorable Baron Thoeader Cullen." You rise and the baron bids you to sit and takes a seat himself at the head of the table.

He gestures to the food on the table, "Please, eat. Make yourselves as my guests. I do hate to speak to those who don't take advantage of a good host. Tell me, do you have any idea what the current situation is or why I have summoned you here?"

The baron is interested to see if the PCs have any ideas or knowledge he is unaware of yet. Perhaps from their past experiences in the Fens they could provide clues to the scope of the threat. After a brief summary of the situation by the PCs he continues.

Give the PCs Player Handout #2.

The baron recounts the events of a few months ago and thanks any of you who participated in rooting out that problem.

"Which brings me to recent events. A twelve-man patrol of the Fens two weeks ago never returned from their assigned area. I spoke to the guardian druid in the shrine but he has had no problems there, and, since the patrol area was on the other side of the Fens, I was reluctant to ask him to leave the shrine area. In response I cancelled further patrols of the area and called in a group of adventurers to investigate. That was a ten-day ago."

"The adventurers also never returned. It was then that I decided to call upon you. I know given your track record that you can succeed where others have failed. I would like you to go to the area and find the root of the problem and any survivors."

"I could order those of you in military service to perform this task, but I will not. I ask that you do it of your own free will because of the dangers. What say you?"

The baron will agree to a reward if the PCs request one but he will not volunteer one. He will give them one if they perform well in either case (see Conclusion).

Once the PCs agree to the mission, the baron suggests they contact some of the local soldiers to find out further information. He suggests the Sharpened Flagon, an inn frequented by members of the army in Shaeja.

ENCOUNTER 2: THE RUMOR MILL

The Sharpened Flagon is exactly how you would have imagined it. The tavern has a large taproom and over the bar are at least a dozen tapped kegs of local brew. The owner/barkeep, however, is not at all what you imagined. A young woman with blazing red hair and startling beauty attends to the taps with grace and her delicate looking hands quickly send tankards sliding down the bar to a group of soldiers just off the night shift. Her eyes catch your arrival and she gives you a wide, welcoming smile, "Well hello folks! I'm Leila. What can I get for you?"

Leila is indeed a beautiful woman and PCs taking a closer look will notice her platinum wedding band. She is married to Constable Patlen, the local head of the town guard. The tavern used to belong to Leila's father and she was forbidden from dating soldiers or guardsmen. She'd always had eyes for the constable and, when her father died two years ago, she took up with him and they were married a year later. The constable has wanted her to sell the tavern, but Leila keeps it out of sentimental reasons and enjoys the work. Her marriage to the constable generally keeps the men from becoming too flirtatious.

If questioned about the lost patrol, she will ask one of the local soldiers to bring her husband. Constable Patlen will speak with the PCs about the patrol.

The local soldiers are generally concerned with the situation and most are afraid undead are once again to blame. One of the guardsmen believes the lizardfolk are somehow involved. He claims to have seen one skulking in the haze of the misty fens but it moved off before he could approach. Another guardsman doesn't believe it

and insists that the lizardfolk were run off by the undead earlier this year.

With regards to the lost patrol, the guardsmen know most of the men involved and pray for their safety but most believe them lost to the undead. They are treating the Baron's decision to avoid the area with mixed emotions. They believe that someone should investigate but are reluctant to lose more lives. If the PCs indicate their intentions to check out the area, the guardsmen will suggest they speak with the constable and one of them will go to get him.

In either case, when the PCs meet the constable read the following:

The constable arrives attended by two deputy constables. A tall and fit Oeridian man, the constable sports a well-groomed beard and his uniform is impeccably neat. He appears rather young for his position but carries a confidence that is easy to discern. Constable Patlen addresses you immediately, "Hail adventurers, I have just now been briefed by Baron Cullen on your activities. What assistance can I provide?"

The constable was just made aware of the PCs mission and the other missing adventurers. He regrets that he has little additional information to provide other than about the patrol area. He will answer questions to the best of his ability but he knows little more than the guardsmen. He does know that a number of displacer beasts were a problem at one time in the area but there have been no reports of incidents with them in at least six months. The constable will provide six guardsmen to lead the PCs to the area of the patrol but he has strict orders from the Baron that only the PCs are to remain in the area. He will send them to meet the PCs at the Glades Inn at highsun.

ENCOUNTER 3: THE PATROL AREA

The guardsmen arrive several minutes before highsun. The sergeant steps forward to greet you, "I am Elwin. Greetings good sirs and madams. I am to take you to the patrol area. Please follow us."

After several minutes, the PCs realize that Elwin and his fellow guardsmen are in no mood for small talk. They answer inquiries related to the mission with "Yes, sir", "No, sir", or "I don't know sir." Other conversation is simply answered with "I'm sorry sir, I must maintain my watch."

After about a two-hour walk through the light rain, you can see the edge of the fens from a small hilltop. Elwin points down to a large boulder near the edge, "That's Cracket's Rock. The patrol area was one mile in either direction along the edge of the fens. Good luck." He then gathers his men and begins to head back towards town.

It only takes another ten minutes to walk the rest of the way to Cracket's Rock.

The boulder is much larger than it appeared on first glance. It is at least 40 feet in diameter and towers some 30 feet into the air. A closer look reveals the remnants of a camp at the edge of the stone with a small ring of stones that was used as a fire pit. It looks like it hasn't been used for some time. You see where the rock got its name, as just above the campsite is crudely carved "Cracket."

PCs wishing to search the area will find that although the site was used for a camp it was packed up and no remnants other than some buried bones from a roasted rabbit are left behind.

On a successful Spot check (DC 12 + the APL) the PCs will notice some large scavenger birds about 500 yards to the northeast on the edge of the fens. PCs approaching find the birds picking at the well picked over carcass of a horse. The horse bears the brand of the Bisselite army. There is also a broken large steel shield with the Baron's coat of arms nearby.

A Search check (DC 12 + the APL) reveals the vegetation 30 feet to the east of the horse has a strange scorching to it. An Alchemy check (DC 20 + the APL) will determine that it is acid damage.

A Spot check (DC 10) reveals trail markings left by the ranger of the previous adventuring party that lead into the swamp. A successful Wilderness Lore check (DC 10) is sufficient to follow the trail markings.

A PC with the Track feat can make a Wilderness Lore check (DC 35) to detect some faint tracks of the dragon who attacked the patrol here two weeks ago. The dragon's trail goes only a short distance before it ends (the dragon flew off).

ENCOUNTER 4: THE TRAIL

The markings were obviously left behind by a skilled woodsman and are relatively easy to follow once you know what to look for. The footing becomes labored as you trudge into the fens. The chilly rains only exaggerate the situation as you trudge along through the muddy soil.

After what seems like an eternity of following the trail through nondescript swamp like conditions you are beginning to see the already dreary sky grow darker as dusk approaches. As your thoughts begin to drift towards your strategy for the night, your attention is immediately grabbed by a scattering of corpses on the muddy ground ahead.

The PCs have come across the site of the adventurers' battle with undead lizardfolk. Only three of the six party members' bodies are here, along with the remains of seven lizardfolk. Two of the party members spawned into undead as a result of their deaths, and the last member of the party, the wizard Gresia, managed to flee, but he is lost in the swamp. PCs can look for Gresia's trail or the trail of the undead (both Wilderness Lore DC 14 + the APL), but Gresia will find them in Encounter 6 even if they can't follow his trail.

PCs examining the corpses and making a successful Heal check (DC 15) will determine that the adventurers

have been dead for at least a week while the Lizardfolk have been dead for considerably longer.

ENCOUNTER 5: SWAMP NIGHT

The PCs stay in the swamp will last more than one day. The PCs are attacked shortly after dusk on the first night:

APL 4 (EL 4)

🐉 **Giant Praying Mantises** (2): hp 26, 26; see *Monster Manual*.

APL 6 (EL 7)

🐉 **Chuul** (1): hp 93; see *Monster Manual*.

APL 8 (EL 10)

🐉 **Chuuls** (3): hp 93, 93, 93; see *Monster Manual*.

APL 10 (EL 13)

🐉 **Chuuls** (6): hp 93, 93, 93, 93, 93, 93; see *Monster Manual*.

Tactics: The creatures will attack with the intent of dragging PCs off into the swamp to eat them. There is plenty of shallow water in the area for the chuuls to hide in and plenty of mixed foliage for the mantises to hide in.

ENCOUNTER 6: WHAT'S A WIZARD TO DO?

Shortly after dawn, or if the PCs continue to follow his trail, Gresia stumbles upon the party. He's panicked, lost his spellbook, and has but a few spells he can recall with his Spell Mastery.

You spot the faint outline of someone approaching through the mists. A humanoid form with arms flailing above its head is running in your direction, "Ho there!" The figure gasps. You realize from the scholarly garb that this person is not comfortable in the swamps.

Gresia can tell the PCs about the battle with the undead lizardfolk and his luck in surviving this long. If the PCs return him to the site of the battle, he can point them in the direction from which the attackers came. After that he would like the PCs to take him out of the swamp immediately. If the PCs point out the trail markings he will seem confused as to why he never noticed the ranger making such markings:

"He used these to keep his bearings? And all this time I just thought he had a knack for such things."

Gresia has just spent a week in the swamps dodging undead lizardfolk, giant insects chuuls and other denizens. He isn't about to wander off without the PCs again, even if he knows about the trail markings. If the PCs refuse to take him back out immediately, he will reluctantly tag along with his few spells from Spell Mastery.

Note: If the PCs encounter Gresia at night, a PC may share his spellbook with Gresia to help him memorize any spells he already knows.

APL 4

🐉 **Gresia, male human (Oeridian) Wiz1:** hp 6; see Appendix I.

APL 6

🐉 **Gresia, male human (Oeridian) Wiz3:** hp 18; see Appendix I.

APL 8

🐉 **Gresia, male human (Oeridian) Wiz5:** hp 27; see Appendix I.

APL 10

🐉 **Gresia, male human (Oeridian) Wiz7:** hp 36; see Appendix I.

ENCOUNTER 7: ANGRY HEROES

If the PCs follow the trail of the undead adventurers they will come across Durnti and Raynle, the fighter and rogue from Gresia's party. They are now sinister creatures and are thirsty for revenge.

APL 4 (EL 6)

🐉 **Raynle, Wight Rog1:** hp 32; see Appendix I.

🐉 **Durnti, Wight Ftr1:** hp 36; see Appendix I.

APL 6 (EL 8)

🐉 **Raynle, Wight Rog3:** hp 39; see Appendix I.

🐉 **Durnti, Wight Ftr3:** hp 47; see Appendix I.

APL 8 (EL 10)

🐉 **Raynle, Wight Rog5:** hp 46; see Appendix I.

🐉 **Durnti, Wight Ftr5:** hp 58; see Appendix I.

APL 10 (EL 12)

🐉 **Raynle, Wight Rog7:** hp 53; see Appendix I.

🐉 **Durnti, Wight Ftr7:** hp 69; see Appendix I.

Tactics: If Gresia is with the PCs the wight-adventurers will attack him if possible since they feel he abandoned them during the combat with the Lizardfolk. The wight-adventurers are hiding among the reeds and will attempt to ambush the PCs.

After dealing with the undead adventurers, the PCs can discover a fairly well worn trail heading further into the Fen (Wilderness Lore DC 10 + the APL). It leads to the old hut village of the Lizardfolk and their undead chieftain.

Treasure: The treasure in this encounter is the equipment carried by the wight-adventurers.

APL 4 – L: 22 gp; C: 0 gp; M: ring of protection +1 (300 gp), potion of protection from arrows (45 gp), potion of blur (45 gp).

APL 6 – L: 152 gp; C: 0 gp; M: ring of protection +1 (300 gp), potion of protection from arrows (45 gp), potion of blur (45 gp), potion of haste (113 gp).

APL 8 – L: 150 gp; C: 0 gp; M: ring of protection +1 (300 gp), potion of protection from arrows (45 gp), potion of displacement (113 gp), potion of haste (113 gp), +1 large steel shield (176 gp).

APL 10 – L: 0 gp; C: 0 gp; M: ring of protection +1 (300 gp), potion of protection from arrows (45 gp), potion of displacement (113 gp), potion of haste (113 gp), +1 large steel shield (176 gp), +1 full plate (398 gp).

ENCOUNTER 8: WITHERING CHIEF

The sky begins to rumble and the rain intensifies as you trudge through the mud. Following the trail you cross into a set of well-worn paths in the fens; obviously this area is frequently traveled. You soon find that the trail enters into an area of the fens with a canopy of drooping trees with gnarled braches and foliage reaching nearly to the ground. Pressing on, you begin to see the outline of a number of clay huts, some form of primitive village.

The village is the former home of the lizardfolk. After the battle with the adventurers, only M'Tak survives. He is in the village and plans to go back out in search of the undead adventurers and to raise his people as undead once again before leaving the fens to attack the villages.

M'Tak's hut is obvious from its size and from his animal companion crocodile lying in front of the door. His snake(s) is attempting to hide in the trees around the hut.

APL 4 (EL 6)

➤ **M'Tak, male lizardfolk staff-lich Drd3:** hp 38; see Appendix I.

➤ **Crocodile (1):** hp 22; see *Monster Manual*.

➤ **Snake, Large Viper (1):** hp 13; see *Monster Manual*.

APL 6 (EL 9)

➤ **M'Tak, male lizardfolk staff-lich Drd6:** hp 57; see Appendix I.

➤ **Crocodile, Giant (1):** hp 59; see *Monster Manual* page 195.

➤ **Snake, Huge Viper (1):** hp 22; see *Monster Manual* page 202.

APL 8 (EL 11)

➤ **M'Tak, male lizardfolk staff-lich Drd8:** hp 70; see Appendix I.

➤ **Crocodile, Giant (1):** hp 59; see *Monster Manual*.

➤ **Snakes, Huge Viper (2):** hp 22; see *Monster Manual*.

APL 10 (EL 13)

➤ **M'Tak, male lizardfolk staff-lich Drd10:** hp 83; see Appendix I.

➤ **Crocodile, Giant (1):** hp 59; see *Monster Manual*.

➤ **Snakes, Huge Viper (3):** hp 22; see *Monster Manual*.

Tactics: M'Tak will allow his animal companions to engage the PCs while he disrupts them using spells such as *entangle*. If the battle is going badly and he is running low on spells, he will try to use his *withering touch* or *wildshape* (at higher APL) into a more formidable creature (DM's discretion) and gain the healing from the change. At higher APLs, M'Tak's animal companions have made him aware of the PCs and he has prepared *call lightning*, thus the rumbling storm.

M'Tak holds *Evard's staff of withering death* (see Appendix III). He does not know how to use it aside from the benefits he receives naturally and the animate dead and rebuking abilities. If a PC picks up the staff, the DM should keep track of how long it is in his or her possession since the curse can take effect after only one minute.

Treasure: The Lizardfolk village has been ransacked and very little of value remains in good condition. The village's meager treasures were been spent to appease the dragon long ago. The treasure in this encounter is the equipment carried by M'Tak.

APL 4 – L: 1 gp; C: 0 gp; M: 0.

APL 6 – L: 1 gp; C: 0 gp; M: 0.

APL 8 – L: 0 gp; C: 0 gp; M: +1 large wooden shield (174 gp), brooch of shielding (225 gp).

APL 10 – L: 0 gp; C: 0 gp; M: +1 large wooden shield (174 gp), brooch of shielding (225 gp), scroll of antilife shell (248 gp).

CONCLUSION

If the PCs do not press onward to find the source of the undead, M'tak will lead his undead out of the swamp in a few days and begin to attack neighboring villages.

If the PCs defeat the lizardfolk chieftain, they may choose to take possession of the staff. If they don't, the

baron will send forces into the swamp to recover it later. When the PCs leave the swamp, the baron's sages will recognize the staff's amazing evil. One of the local clerics will cast *remove curse* on any PC needing it (no cost to the PC, administered forcibly for PCs who resist), and the baron will order the PCs to turn the staff over to his experts (if the PCs won't do so after the curse is removed from them, they will be executed for their actions after one final warning; no PC may leave the scenario with the staff). A few days after the baron's sages have begun to examine the staff, agents of Evard will steal it. The notes of a sage slain in the theft reveal that the item is of great necromantic evil and was crafted by Evard himself. He lost it when he fled after the failed necromantic revolution and has been seeking it since. If the PCs defeated M'tak, they receive an influence point from the baron (see below).

Treasure: The baron rewards PCs who return with information.

APL 4 – L: 0 gp; C: 80 gp; M: 0.
 APL 6 – L: 0 gp; C: 120 gp; M: 0.
 APL 8 – L: 0 gp; C: 160 gp; M: 0.
 APL 10 – L: 0 gp; C: 200 gp; M: 0.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter Five

Defeating or driving off the creatures

APL 4 – 120 xp;
 APL 6 – 210 xp;
 APL 8 – 300 xp;
 APL 10 – 390 xp.

Encounter Seven

Defeating the Wight-Adventurers

APL 4 – 180 xp;
 APL 6 – 240 xp;
 APL 8 – 300 xp;
 APL 10 – 360 xp.

Encounter Eight

Defeating M'Tak

APL 4 – 180 xp;
 APL 6 – 270 xp;
 APL 8 – 330 xp;
 APL 10 – 390 xp.

Conclusion

Get Gresia to safety and report on status of adventuring party

APL 4 – 60 xp;
 APL 6 – 90 xp;
 APL 8 – 120 xp;
 APL 10 – 150 xp.

Bonus Experience Points

The following can be given to characters for good role-playing or acts of courage. The value is the maximum that can be awarded to each PC for their performance during the adventure.

APL 4 – 60 xp;
 APL 6 – 90 xp;
 APL 8 – 120 xp;
 APL 10 – 150 xp.

Total possible experience

APL 4 – 600 xp;
 APL 6 – 900 xp;
 APL 8 – 1170 xp;
 APL 10 – 1440 xp.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is, not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the

item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

Encounter Seven

APL 4 – 412 gp;
APL 6 – 655 gp;
APL 8 – 897 gp;
APL 10 – 1145 gp.

Encounter Eight

APL 4 – 1 gp;
APL 6 – 1 gp;
APL 8 – 399 gp;
APL 10 – 647 gp.

Conclusion

APL 4 – 80 gp;
APL 6 – 120 gp;
APL 8 – 160 gp;
APL 10 – 200 gp.

Adventure Maximums

APL 4 – 493 gp;
APL 6 – 776 gp;
APL 8 – 1456 gp;
APL 10 – 1992 gp.

Special

Each Adventure Certificate should list the following items with a note to the judge to cross out any item not received and circle any item received:

Influence Point with the Baron of Cullen Drae – PC possess an influence point with the Baron of Cullen Drae in Bissel. Please contact the Bissel Triad for details.

APPENDIX I: NPCs

ENCOUNTER SIX

APL 4

➤ **Gresia:** male human (Oeridian) Wiz1; CR 1; Medium-size humanoid (human); HD 1d4+2; hp 6; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk -1 melee (1d4-1/19-20, dagger) or +1 ranged (1d4-1/19-20, dagger); SA spells; AL LN; SV Fort +2, Ref +1, Will +3; Str 8, Dex 13, Con 14, Int 15, Wis 12, Cha 13.

Skills and Feats: Alchemy +6, Concentration +6, Knowledge (arcana) +6, Scry +6, Spellcraft +6; Combat Casting, Scribe Scroll, Spell Mastery (*mage armor, magic missile*).

Possessions: dagger.

Spells Prepared (3/2; base DC = 12 + spell level): 1st—*mage armor, magic missile*.

Spellbook: 0—*arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st—*[grease, mage armor, magic missile, ray of enfeeblement, sleep]*.

APL 6

➤ **Gresia:** male human (Oeridian) Wiz3; CR 3; Medium-size humanoid (human); HD 3d4+9; hp 18; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +0 melee (1d4-1/19-20, dagger) or +2 ranged (1d4-1/19-20,

dagger); SA spells; AL LN; SV Fort +3, Ref +2, Will +4; Str 8, Dex 13, Con 14, Int 15, Wis 12, Cha 13.

Skills and Feats: Alchemy +8, Concentration +8, Knowledge (arcana) +8, Scry +8, Spellcraft +8; Combat Casting, Scribe Scroll, Spell Mastery (*mage armor, magic missile*), Toughness.

Possessions: dagger.

Spells Prepared (4/3/2; base DC = 12 + spell level): 1st—*mage armor, magic missile* (2); 2nd—*magic missile* (2).

Spellbook: o—arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, *mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st—*comprehend languages, grease, mage armor, magic missile, ray of enfeeblement, shield, sleep*; 2nd—*locate object, Tasha's hideous laughter*.

APL 8

☛ **Gresia:** male human (Oeridian) Wiz5; CR 5; Medium-size humanoid (human); HD 5d4+9; hp 27; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +1 melee (1d4-1/19-20, dagger) or +3 ranged (1d4-1/19-20, dagger); SA spells; AL LN; SV Fort +3, Ref +2, Will +5; Str 8, Dex 13, Con 14, Int 16, Wis 12, Cha 13.

Skills and Feats: Alchemy +11, Concentration +10, Knowledge (arcana) +11, Knowledge (history) +5, Scry +11, Spellcraft +11; Brew Potion, Combat Casting, Scribe Scroll, Spell Mastery (*mage armor, magic missile, Tasha's hideous laughter*), Toughness.

Possessions: dagger.

Spells Prepared (4/4/3/2; base DC = 13 + spell level): 1st—*mage armor, magic missile* (3); 2nd—*Tasha's hideous laughter* (3); 3rd—*magic missile* (2).

Spellbook: o—arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, *mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st—*comprehend languages, expeditious retreat, grease, mage armor, magic missile, ray of enfeeblement, shield, sleep*; 2nd—*blur, endurance, locate object, Tasha's hideous laughter*; 3rd—*dispel magic, haste*.

APL 10

☛ **Gresia:** male human (Oeridian) Wiz7; CR 7; Medium-size humanoid (human); HD 7d4+9; hp 36; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +2 melee (1d4-1/19-20, dagger) or +4 ranged (1d4-1/19-20, dagger); SA spells; AL LN; SV Fort +4, Ref +3, Will +6; Str 8, Dex 13, Con 14, Int 16, Wis 12, Cha 13.

Skills and Feats: Alchemy +13, Concentration +12, Knowledge (arcana) +13, Knowledge (history) +7, Scry +13, Spellcraft +13; Brew Potion, Combat Casting, Craft Wondrous Item, Scribe Scroll, Spell Mastery (*mage armor, magic missile, Tasha's hideous laughter*), Toughness.

Possessions: dagger.

Spells Prepared (4/5/4/3/1; base DC = 13 + spell level): 1st—*mage armor, magic missile* (4); 2nd—*Tasha's hideous laughter* (4); 3rd—*magic missile* (3); 4th—*magic missile* (1).

Spellbook: o—arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light,

mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance; 1st—*comprehend languages, expeditious retreat, grease, mage armor, magic missile, ray of enfeeblement, shield, sleep*; 2nd—*blur, endurance, locate object, Tasha's hideous laughter*; 3rd—*dispel magic, fireball, haste, lightning bolt*; 4th—*ice storm, minor globe of invulnerability*.

ENCOUNTER SEVEN

APL 4

☛ **Raynle:** male wight Rog1; CR 4; Medium-size undead; HD 4d12+1d6; hp 32; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 19 (touch 15, flat-footed 15); Atk +4 melee (1d4+3 and energy drain, slam); SA energy drain, create spawn, sneak attack +1d6; SQ undead; AL LE; SV Fort +1, Ref +7, Will +5; Str 14, Dex 18, Con -, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +11, Climb +10, Hide +12, Jump +10, Listen +9, Move Silently +20, Search +9, Sense Motive +5, Spot +9, Tumble +12; Blind-Fight, Improved Initiative.

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fort save to remove the negative level has a DC of 15.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: ring of protection +1, potion of blur.

☛ **Durnti:** male wight Ftr1; CR 4; Medium-size undead; HD 4d12+1d10; hp 36; Init +1 (Dex); Spd 30 ft.; AC 22 (touch 10, flat-footed 22) [+4 natural, +6 armor, +2 shield]; Atk +8 melee (1d4+6 and energy drain, slam); SA energy drain, create spawn; SQ undead; AL LE; SV Fort +3, Ref +2, Will +5; Str 19, Dex 12, Con -, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +1, Hide -1, Jump +1, Listen +8, Move Silently +7, Search +7, Spot +8; Blind-Fight, Power Attack, Weapon Focus (slam).

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fort save to remove the negative level has a DC of 14.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: large steel shield, splint mail, *potion of protection from arrows*.

APL 6

☛ **Raynle:** male wight Rog3; CR 6; Medium-size undead; HD 4d12+3d6; hp 39; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 19 (touch 15, flat-footed 19) [+4 Dex, +4 natural, +1 ring]; Atk +8 melee (1d4+3 and energy drain, slam); SA energy drain, create spawn, sneak attack +2d6; SQ undead, evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +2, Ref +8, Will +6; Str 14, Dex 18, Con -, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +13, Climb +12, Hide +14, Jump +10, Listen +11, Move Silently +22, Search +11, Sense Motive +7, Spot +11, Tumble +14; Blind-Fight, Improved Initiative, Weapon Finesse (slam).

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fort save to remove the negative level has a DC of 16.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: ring of protection +1, potion of blur, potion of haste.

☛ **Durnti:** male wight Ftr3; CR 6; Medium-size undead; HD 4d12+3d10; hp 47; Init +5; Spd 30 ft.; AC 25 (touch 11, flat-footed 25); Atk +10 melee (1d4+6 and energy drain, slam); SA energy drain, create spawn; SQ undead; AL LE; SV Fort +4, Ref +3, Will +6; Str 19, Dex 12, Con -, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +4, Hide +0, Jump +4, Listen +8, Move Silently +8, Search +7, Spot +8; Blind-Fight, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (slam).

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fort save to remove the negative level has a DC of 15.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: large steel shield, full plate, potion of protection from arrows.

APL 8

☛ **Raynle:** male wight Rog5; CR 8; Medium-size undead; HD 4d12+5d6; hp 46; Init +8; Spd 30 ft.; AC 19 (touch 15, flat-footed 19); Atk +9 melee (1d4+3 and energy drain, slam); SA energy drain, create spawn, sneak attack +3d6; SQ undead, evasion, uncanny dodge

(Dex bonus to AC); AL LE; SV Fort +2, Ref +9, Will +6; Str 14, Dex 19, Con -, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +14, Climb +13, Hide +15, Jump +14, Listen +12, Move Silently +23, Search +12, Sense Motive +13, Spot +12, Tumble +15; Blind-Fight, Improved Initiative, Weapon Finesse (slam).

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fort save to remove the negative level has a DC of 17.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: ring of protection +1, potion of displacement, potion of haste.

☛ **Durnti:** male wight Ftr5; CR 8; Medium-size undead; HD 4d12+5d10; hp 58; Init +5; Spd 30 ft.; AC 26 (touch 11, flat-footed 26); Atk +13 melee (1d4+9 and energy drain, slam); SA energy drain, create spawn; SQ undead; AL LE; SV Fort +5, Ref +3, Will +6; Str 20, Dex 12, Con -, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +8, Hide +1, Jump +8, Listen +8, Move Silently +9, Search +7, Spot +8; Blind-Fight, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (slam), Weapon Specialization (slam).

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fort save to remove the negative level has a DC of 16.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: +1 large steel shield, full plate, potion of protection from arrows.

APL 10

☛ **Raynle:** male wight Rog7; CR 10; Medium-size undead; HD 4d12+7d6; hp 53; Init +8; Spd 30 ft.; AC 19 (touch 15, flat-footed 19); Atk +12 melee (1d4+3 and energy drain, slam); SA energy drain, create spawn, sneak attack +4d6; SQ undead, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +3, Ref +10, Will +7; Str 14, Dex 19, Con -, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +16, Climb +15, Hide +17, Jump +15, Listen +14, Move Silently +25, Search +14, Sense Motive +14, Spot +14, Tumble +17; Blind-Fight, Improved Initiative, Weapon Finesse (slam), Weapon Focus (slam).

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fort save to remove the negative level has a DC of 18.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: ring of protection +1, potion of displacement, potion of haste.

☛**Durnti:** male wight Ftr7; CR 10; Medium-size undead; HD 4d12+7d10; hp 69; Init +5; Spd 30 ft.; AC 27 (touch 11, flat-footed 27); Atk +15 melee (1d4+9/19-20 and energy drain, slam); SA energy drain, create spawn; SQ undead; AL LE; SV Fort +6, Ref +4, Will +7; Str 20, Dex 12, Con -, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +11, Hide +2, Jump +11, Listen +8, Move Silently +10, Search +7, Spot +8; Blind-Fight, Cleave, Combat Reflexes, Improved Critical (slam), Improved Initiative, Power Attack, Weapon Focus (slam), Weapon Specialization (slam).

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fort save to remove the negative level has a DC of 17.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: +1 large steel shield, +1 full plate, potion of protection from arrows.

ENCOUNTER EIGHT

APL 4

☛**MTak:** male lizardfolk staff-lich Drd3; CR 6; Medium-size undead; HD 5d12; hp 38; Init +0; Spd 30 ft.; AC 17 (touch 10, flat-footed 17) [+5 natural, +2 shield]; Atk +4 melee (negative energy touch) or +4 melee (1d4+1, 2 claws), +2 melee (1d4, bite); SA spells, negative energy touch, fear aura, withering, create spawn; SQ nature sense, animal companions, woodland stride, trackless step, undead, turn resistance +4, damage reduction 15/+1, immunities; AL NE; SV Fort +6, Ref +1, Will +7; Str 13, Dex 10, Con -, Int 10, Wis 19, Cha 17.

Skills and Feats: Animal Empathy +9, Balance +2, Concentration +8, Jump +5, Hide +6, Listen +12, Move Silently +6, Search +8, Sense Motive +12, Spot +12, Swim +7, Wilderness Lore +8; Combat Casting, Multiattack, Spell Focus (transmutation).

Negative Energy Touch (Su): Staff-liches have a touch attack that uses negative energy to deal 1d8+5 points of damage to living creatures; a Will save DC 15 reduces the damage by half.

Fear Aura (Su): Staff-liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the staff-lich must succeed at a Will save DC 15 or be affected as though by fear as cast by a 5th level sorcerer.

Withering (Su): The staff-lich's touch acts as a rod of withering, dealing 1d4 points of temporary Str damage and 1d4 points of temporary Con damage with a successful touch attack. If the staff-lich scores a critical hit, the damage is actually permanent ability drain instead. A Fortitude save DC 15 negates the effect.

Create Spawn (Su): Any humanoid slain by a staff-lich returns as a zombie in 24 hours unless it was slain by Constitution damage from the staff-lich's withering special attack. In that case it returns as a wight in 1d4 rounds. Spawn are under the command of the staff-lich that created them and remain enslaved until its death.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Staff-liches are immune to cold, electricity, polymorph, and mind-affecting attacks.

Possessions: large wooden shield, Evard's staff of withering death.

Spells Prepared (4/3/2; base DC = 14 + spell level, 16 + spell level for transmutation spells): 0—detect magic, guidance, read magic, resistance; 1st—entangle, magic fang, obscuring mist; 2nd—creeping cold, soften earth and stone.

APL 6

☛**MTak:** male lizardfolk staff-lich Drd6; CR 9; Medium-size undead; HD 8d12; hp 57; Init +0; Spd 30 ft.; AC 17 (touch 10, flat-footed 17); Atk +6 melee (negative energy touch) or +6 melee (1d4+1, 2 claws), +4 melee (1d4, bite); SA spells, negative energy touch, fear aura, withering, create spawn; SQ nature sense, animal companions, woodland stride, trackless step, undead, turn resistance +4, damage reduction 15/+1, immunities, resist nature's lure, wild shape (2/day); AL NE; SV Fort +8, Ref +2, Will +10; Str 13, Dex 10, Con -, Int 10, Wis 20, Cha 17.

Skills and Feats: Animal Empathy +12, Balance +2, Concentration +11, Jump +5, Hide +6, Listen +13, Move Silently +6, Search +8, Sense Motive +13, Spot +13, Swim +10, Wilderness Lore +12; Combat Casting, Greater Spell Focus (transmutation), Multiattack, Spell Focus (transmutation).

Negative Energy Touch (Su): Staff-liches have a touch attack that uses negative energy to deal 1d8+5 points of damage to living creatures; a Will save DC 17 reduces the damage by half.

Fear Aura (Su): Staff-liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the staff-lich must

succeed at a Will save DC 17 or be affected as though by *fear* as cast by a 8th level sorcerer.

Withering (Su): The staff-lich's touch acts as a rod of withering, dealing 1d4 points of temporary Str damage and 1d4 points of temporary Con damage with a successful touch attack. If the staff-lich scores a critical hit, the damage is actually permanent ability drain instead. A Fortitude save DC 17 negates the effect.

Create Spawn (Su): Any humanoid slain by a staff-lich returns as a zombie in 24 hours unless it was slain by Constitution damage from the staff-lich's *withering* special attack. In that case it returns as a wight in 1d4 rounds. Spawn are under the command of the staff-lich that created them and remain enslaved until its death.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Staff-liches are immune to cold, electricity, polymorph, and mind-affecting attacks.

Greater Spell Focus (from Tome & Blood): Choose a school of magic to which you have already applied the Spell Focus feat. Your magic spells of that school are now even more potent than before. Add +4 to the DC of saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Possessions: large wooden shield, *Evard's staff of withering death*.

Spells Prepared (5/4/4/3; base DC = 15 + spell level, 19 + spell level for transmutation spells): 0—[*detect magic, guidance, read magic, resistance* (2)]; 1st—[*entangle* (2), *magic fang, obscuring mist*]; 2nd—[*briar web, creeping cold, decomposition, soften earth and stone*]; 3rd—[*call lightning, dominate animal, greater magic fang*].

APL 8

☛**MTak:** male lizardfolk staff-lich Drd8; CR 11; Medium-size undead; HD 10d12; hp 70; Init +0; Spd 30 ft.; AC 18 (touch 10, flat-footed 18); Atk +8 melee (negative energy touch) or +8 melee (1d4+1, 2 claws), +6 melee (1d4, bite); SA spells, negative energy touch, fear aura, withering, create spawn; SQ nature sense, animal companions, woodland stride, trackless step, undead, turn resistance +4, damage reduction 15/+1, immunities, resist nature's lure, wild shape (3/day, large); AL NE; SV Fort +9, Ref +2, Will +11; Str 13, Dex 10, Con -, Int 10, Wis 20, Cha 18.

Skills and Feats: Animal Empathy +15, Balance +3, Concentration +13, Jump +6, Hide +7, Listen +13, Move Silently +7, Search +8, Sense Motive +13, Spot +13, Swim +12, Wilderness Lore +14; Combat Casting, Greater Spell Focus (transmutation), Multiattack, Spell Focus (transmutation).

Negative Energy Touch (Su): Staff-liches have a touch attack that uses negative energy to deal 1d8+5 points of damage to living creatures; a Will save DC 19 reduces the damage by half.

Fear Aura (Su): Staff-liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the staff-lich must succeed at a Will save DC 19 or be affected as though by *fear* as cast by a 10th-level sorcerer.

Withering (Su): The staff-lich's touch acts as a rod of withering, dealing 1d4 points of temporary Str damage and 1d4 points of temporary Con damage with a successful touch attack. If the staff-lich scores a critical hit, the damage is actually permanent ability drain instead. A Fortitude save DC 19 negates the effect.

Create Spawn (Su): Any humanoid slain by a staff-lich returns as a zombie in 24 hours unless it was slain by Constitution damage from the staff-lich's *withering* special attack. In that case it returns as a wight in 1d4 rounds. Spawn are under the command of the staff-lich that created them and remain enslaved until its death.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Staff-liches are immune to cold, electricity, polymorph, and mind-affecting attacks.

Greater Spell Focus (from Tome & Blood): Choose a school of magic to which you have already applied the Spell Focus feat. Your magic spells of that school are now even more potent than before. Add +4 to the DC of saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Possessions: +1 large wooden shield, *Evard's staff of withering death, brooch of shielding*.

Spells Prepared (6/5/4/4/3; base DC = 15 + spell level, 19 + spell level for transmutation spells): 0—[*detect magic, guidance* (2), *read magic, resistance* (2)]; 1st—[*entangle* (2), *magic fang* (2), *obscuring mist*]; 2nd—[*briar web, creeping cold, decomposition, soften earth and stone*]; 3rd—[*call lightning, dominate animal, greater magic fang, spike growth*]; 4th—[*dispel magic, flame strike, languor*].

APL 10

☛**MTak:** male lizardfolk staff-lich Drd10; CR 13; medium undead; HD 12d12; hp 83; Init +4 (Improved Initiative); Spd 30 ft.; AC 18 (touch 10, flat-footed 18); Atk +9 melee (negative energy touch) or +9 melee (1d4+1, 2 claws), +7 melee (1d4, bite); SA spells, negative energy touch, fear aura, withering, create spawn; SQ nature sense, animal companions, woodland stride, trackless step, undead, turn resistance +4, damage reduction 15/+1, immunities, resist nature's lure, wild shape (4/day, large), venom immunity; AL NE; SV Fort +10, Ref +3, Will +12; Str 13, Dex 10, Con -, Int 10, Wis 20, Cha 18.

Skills and Feats: Animal Empathy +17, Balance +3, Concentration +15, Jump +6, Hide +7, Listen +13, Move Silently +7, Search +8, Sense Motive +13, Spot +13, Swim +14, Wilderness Lore +16; Combat Casting, Greater Spell Focus (transmutation), Improved Initiative, Multiattack, Spell Focus (transmutation).

Negative Energy Touch (Su): Staff-liches have a touch attack that uses negative energy to deal 1d8+5 points of damage to living creatures; a Will save DC 20 reduces the damage by half.

Fear Aura (Su): Staff-liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the staff-lich must succeed at a Will save DC 20 or be affected as though by *fear* as cast by a 12th level sorcerer.

Withering (Su): The staff-lich's touch acts as a rod of withering, dealing 1d4 points of temporary Str damage and 1d4 points of temporary Con damage with a successful touch attack. If the staff-lich scores a critical hit, the damage is actually permanent ability drain instead. A Fortitude save DC 20 negates the effect.

Create Spawn (Su): Any humanoid slain by a staff-lich returns as a zombie in 24 hours unless it was slain by Constitution damage from the staff-lich's *withering* special attack. In that case it returns as a wight in 1d4 rounds. Spawn are under the command of the staff-lich that created them and remain enslaved until its death.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Staff-liches are immune to cold, electricity, polymorph, and mind-affecting attacks.

Greater Spell Focus (from Tome & Blood): Choose a school of magic to which you have already applied the Spell Focus feat. Your magic spells of that school are now even more potent than before. Add +4 to the DC of saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Possessions: +1 large wooden shield, Evard's staff of withering death, brooch of shielding, scroll of antilife shell.

Spells Prepared (6/5/5/4/4/3; base DC = 15 + spell level, 19 + spell level for transmutation spells): 0—*detect magic*, *guidance* (2), *read magic*, *resistance* (2); 1st—*entangle* (2), *magic fang* (2), *obscuring mist*; 2nd—*briar web*, *creeping cold* (2), *decomposition*, *soften earth and stone*; 3rd—*call lightning*, *dominate animal*, *greater magic fang*, *spike growth*; 4th—*dispel magic*, *flame strike*, *languor* (2); 5th—*animal growth*, *kiss of death*, *transmute mud to rock*.

APPENDIX II: NEW SPELLS (FROM MASTERS OF THE WILD)

Briar Web

Transmutation

Level: Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: Plants in a 40-ft.-radius spread

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap, twist, and entwine about creatures in the area, holding them fast. Creatures that stand still are entangled but experience no other effects and take no damage. A creature attempting an action (attack, cast a spell with a somatic component, move, or the like) takes thorn damage of 1d4 points +1 additional point per caster level and must make a Reflex save or be entangled (-2 penalty to attack rolls, -4 penalty to effective Dexterity, and unable to move). Anyone trying to cast a spell with the area must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell.

An entangled creature can try to break free and move at half normal speed by using a full-round action to make a Strength check or Escape Artist check (DC 20). A nonentangled creature can move through the area at half speed, taking damage as described above. Each round nonentangled creatures remain in the area, the plants attempt to entangle them.

The plants provide one-quarter cover for every 5 feet of substance between a creature in the area and an opponent – one-half for 10 feet of briar web, three-quarters for 15 feet, and total cover for 20 feet or more.

The DM may alter the effects of the spell somewhat, based on the nature of the available plants.

Creping Cold

Transmutation [Cold]

Level: Drd 2

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature

Duration: 3 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

You turn the subject's sweat to ice, creating blisters as the ice forms on and inside the skin.

The spell deals 1d6 cumulative points of cold

damage per round it is in effect (that is, 1d6 on the first round, 2d6 on the second, and 3d6 on the third). Only one save is allowed against the spell; if successful, it halves the damage each round.

Focus: A small glass or pottery vessel worth at least 25 gp filled with ice, snow, or water.

Decomposition

Necromancy

Level: Drd 2

Components: V, S, DF

Casting Time: 1 action

Range: 50 ft.

Targets: All enemies within a 50-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Whenever an enemy within the area suffers normal (not subdual) damage, that wound festers for an additional 1 point of damage per round thereafter for the duration of the spell. A successful Heal check (DC 15) or the application of any *cure* spell or other healing magic (*heal*, *healing circle*, etc.) stops the festering. Only one wound festers at a time; additional wounds suffered while the first is festering are not subject to this effect. Once festering has been stopped, however, any new wound suffered while the subject is within the area (before the spell expires) begins the process anew.

Kiss of Death

Necromancy

Level: Drd 5

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes (see text)

Your teeth and tongue become coated with a fast-acting, virulent poison. Each round, you may make a melee touch attack to deliver the poison via a kiss. The poison deals 1d10 temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + one-half caster level + caster's Wisdom modifier). If you fail to overcome a creature's spell resistance, both

primary and secondary damage are negated, but only for that attack. If you use this attack against that creature again while the spell is in effect, you can try again to overcome its spell resistance.

Languor

Transmutation

Level: Drd 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes creatures it hits to become weak and slow. A subject who fails a Will save is *slowed* as the spell and suffers a cumulative enhancement penalty to Strength equal to 1d6-1 per two caster levels (minimum additional penalty of 0, maximum of -10) each round. If the subject's Strength drops below 1, it is helpless. This spell does not counter *haste* nor is it countered by it, but a *hasted* creature can be brought to normal speed by *languor*, and a creature affected by *languor* can be brought to normal speed by *haste*.

APPENDIX III: *EVARD'S STAFF OF WITHERING DEATH*

Evard's staff of withering death: The PCs can only possess this staff for a short period of time during this scenario. Not all of its powers are known at this time; the following are the known powers. Anyone who intentionally uses any of the powers of the staff immediately shifts to evil alignment and is struck by the curse of the staff (no saving throw); anyone touching this staff is immediately aware of the staff's evil. The wielder can rebuke or command undead as an evil cleric of 10th level, three times per day. The wielder gains a +4 profane bonus to Charisma while wielding the staff. Once per day, the wielder can *animate dead* as a cleric of 10th level. The staff surrounds the wielder with unholy energy, generating an effect as per an *unhallow* spell cast by a cleric of 10th level which emanates from and moves with the staff.

The staff bears a horrible curse. Anyone who holds the staff for more than 1 minute must make a Will save DC 25 or suffer the curse. Victims of the curse will never willingly relinquish the staff. Victims suffer 1 point of permanent Constitution damage after every 4 TUs spent (1 month of time) until the curse is lifted (even if they are separated from the staff). Attempts to raise or resurrect a character are impossible while the victim is under the curse. If a victim dies from Constitution damage, he immediately transforms into a staff-lich (see below). The curse can only be removed by a *remove curse* from a caster of 10th level or higher.

Staff-Lich: Staff-lich is a creature template that can be added to any humanoid creature provided they died from the curse of *Evard's staff of withering death* (see above). It is identical to the lich template in the *Monster Manual* with the following changes:

- Instead of the *Paralyzing Touch* special attack, the staff-lich has a *Withering* special attack (as per the Ghost template in *Monsters of Faerun*):
Withering (Su): The staff-lich's touch acts as a rod of withering, dealing 1d4 points of temporary Str damage and 1d4 points of temporary Con damage with a successful touch attack. If the staff-lich scores a critical hit, the damage is actually permanent ability drain instead. A Fortitude save (DC 10 + half the staff-lich's HD + its Cha modifier) negates the effect.
- A staff-lich has no phylactery and will not reappear if slain.
- A creature slain by a staff-lich returns as a zombie in 24 hours unless it was slain by Constitution damage from the staff-lich's *Withering* special attack. In that case, it returns as a wight in 1d4 rounds.

Player Handout #1

Faithful citizen,

I'm afraid that once again my Barony is in danger. I fear recent events involving the foul Evard in other parts of Bissel may somehow be related to events in fair Cullen Drae. I shall pen no more in this summons for fear that his ever vigilant agents should get any further information.

I require your presence at my home as soon as possible to discuss the imminent peril and the course of action required.

Honorable Baron Thoeder Cullen

4 Patchwall, 592

PLAYER HANDOUT #2

Some undead creatures attacked a patrol of the edges of the Fetid Fens and a bearer from the patrol was killed. Further investigation revealed a lost Flan village buried in the fens. Years after the Flan were gone, their temple of Beory was defiled and used by a cult of Kyuss in the area. The leader of the cult managed to make himself into a creature of undeath but was bound to the lost temple and remained buried there for years.

A follower of Evard searching for the Rod of Kyuss managed to find the village but was unable to find the Rod. The patrol was unaware of his identity upon first meeting him and inadvertently let him on his way. They later came upon the shrine of Kyuss and defeated the undead priest imprisoned within. The rod found within was discovered to be inert and not the true Rod of Kyuss.

After learning of the undead menace, the Baron ordered more patrols and an increased military presence in the area. The outskirts of the Fens have been relatively quiet since.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.